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**DAWN
OF CIVILIZATION**

by

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BOOKSHELF SOFTWARE
from

SUPERware

Playing Instructions for DAWN OF CIVILIZATION
(c) 1984 by SUPERware

INTRODUCTION

The DAWN OF CIVILIZATION is a strategy game for 1 to 4 players, any or all of which may be human or computer players. The game simulates the growth and spread of man at the beginning of civilization. The object of the game is to have the largest number of tribes on the board at the end of play. The players achieve this goal by skillfully building legions, cultivating farms, and managing their food and land resources for their growing populations.

REQUIRED ACCESSORIES

16 K RAM
1 Joystick

LOADING INSTRUCTIONS - DISK VERSION

1. Turn off computer and remove all cartridges.
2. Insert game disk into drive and turn on drive.
3. Turn on computer - program loads and starts automatically.

LOADING INSTRUCTIONS - TAPE VERSION

1. Turn off computer and remove all cartridges.
2. Insert game tape into recorder and press PLAY.
3. Turn on computer while holding down START key. You should hear a single beep. Hit RETURN - the program will then load and start automatically.

OPTION PHASE

If loading has been successful, the title page will appear. Press START to begin. Each player position may be a human player, a computer player, or the player may be skipped. Type 3 initials for each human player. Hitting RETURN is not required. If a "+" is typed for any of the initials, the computer will play this position. If a "-" is typed, the position will be skipped. Next, choose the number of turns you wish to play. You are allowed 11 - 30. Lastly, choose the number of joysticks you will use. You are allowed 1 - 4, which are assumed to be plugged into the leftmost game ports.

PLAYING THE GAME

The object of the game is to have the most tribes on the board after the final turn of the game. You receive 1 point for each tribe and your score is shown at the left of the screen below your initials. The current turn number is displayed in the upper right hand corner of the board.

COMMANDS

At the beginning of each turn you may choose any 1 of 4 commands. You select the command by using the joystick to place the cursor over the desired command and pressing the trigger. Commands other than PASS require the selection of a square on the board. Your selection is made by moving the cursor to the square and pressing the trigger.

PASS - (letter P)

Take no action this turn.

TRIBE - (Symbol of Man)

Tribes may be placed on any unoccupied square on the board not adjacent to another player's legion. Throughout this manual "adjacent" refers to any of the 8 squares including diagonals which surround a square. Tribes are the only units which are counted in your score.

LEGION - (Symbol of Soldier)

Legions may be placed on any unoccupied square not adjacent to another player's legion. Legions prevent players placing units on adjacent squares and enemy reproduction will not occur in these squares.

FARM - (Symbol of Plant)

Farms cause a square to have a food value of 2 units. An empty square provides 1 unit of food and an occupied square provides no food. A farm is not considered an occupied square.

ILLEGAL MOVES

IF you attempt to place a tribe, legion, or farm on an occupied square, an O will be displayed in the lower right hand corner of the board. An E will be displayed if you try to place a tribe, legion, or farm on a square adjacent to another player's legion. You may purposely make an illegal move if you desire to make a different command from the one selected.

DEATH AND REPRODUCTION

After all players have made their moves during a turn, the computer calculates the death and reproduction of the population according to the following rules

1. If a player has exactly 3 tribes adjacent to an empty square, reproduction takes place and a new tribe is formed on the empty square. However, if two players have 3 tribes adjacent to the same empty square, or if an enemy legion is in an adjacent square then no reproduction takes place.
2. Each legion or tribe requires 4 units of food for survival. Food is obtained from adjacent squares (farms=2 empty=1). Units share the food provided so a farm or empty square will feed all adjacent legions and tribes. Any legion or tribe which has less than 4 units of food dies of starvation.
3. If any legion or tribe is not adjacent to at least 1 of his own tribes or legions, it dies of isolation.

WINNING THE GAME

The player with the highest score is the winner. In case of a tie the last player to move wins.

RESTART

After you have completed the number of turns selected for the game, the winning player's initials will be flashing. You may play another game at this time by pressing START. You may interrupt play any time during play and restart the game by pressing SYSTEM RESET.

WARRANTY

The software and instructional materials in this package are sold "AS IS" with no warranty as to performance or fitness. The entire risk as to the quality or performance of the software is assumed by you.

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